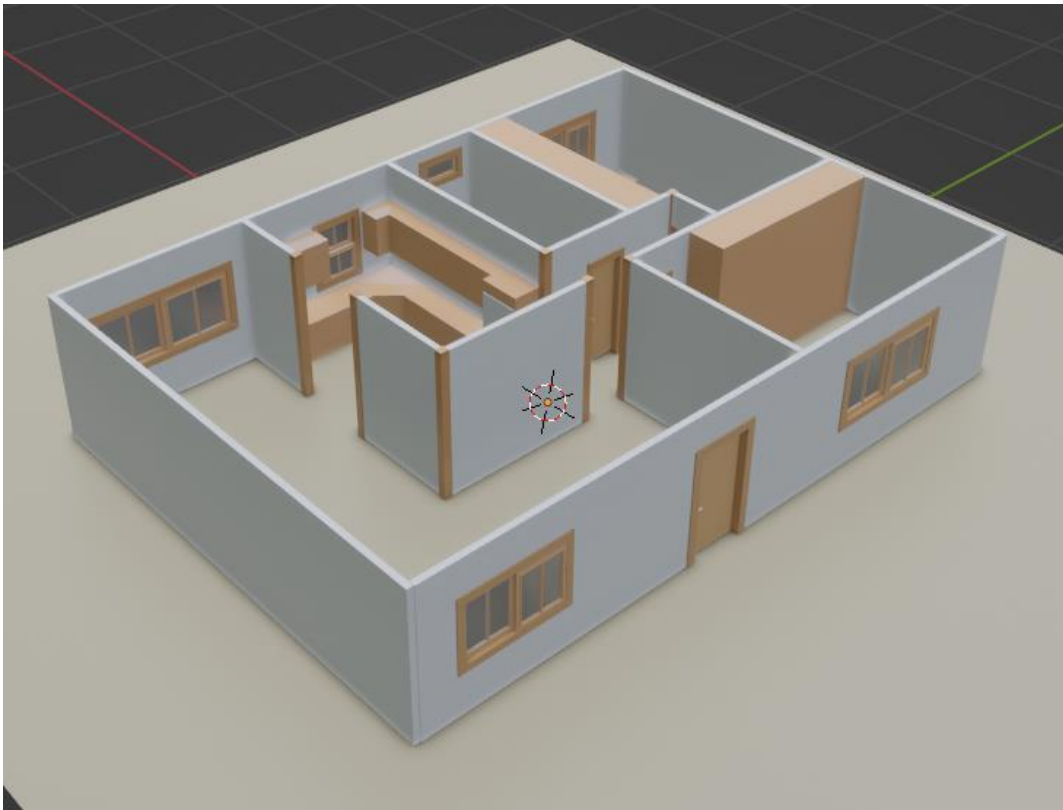


# 3D Model of an Interior in Architectural Settings (Made with "Blender")

Type of Building: Residential (1 floor)

23.09.2023 – 26.09.2023



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## 1. Introduction

This Project plans to create and build a virtual 3-dimensional model of an Interior (Residential) in Architectural Settings. Based on a 2-dimensional image/file given as a sample, we will try and transform the mentioned elements into 3D objects and forms.

Before any of the work begins, the client must have introduced us, with any other objectives or tasks we might need to consider. While in some cases the client might have not have anything in particular to discuss or advise us.

After having all the necessary information we need, the work will start as soon as possible.

In any unusual situation, we might have to contact our client for any question we might have. The client is advised to answer so the work process doesn't have any delays.

By the time that most of the work is done, we will try to contact our client for anything else he/she might like to add/remove or edit.

After that, we will finalize our work, and be ready to hand in all the discussed material to the client.

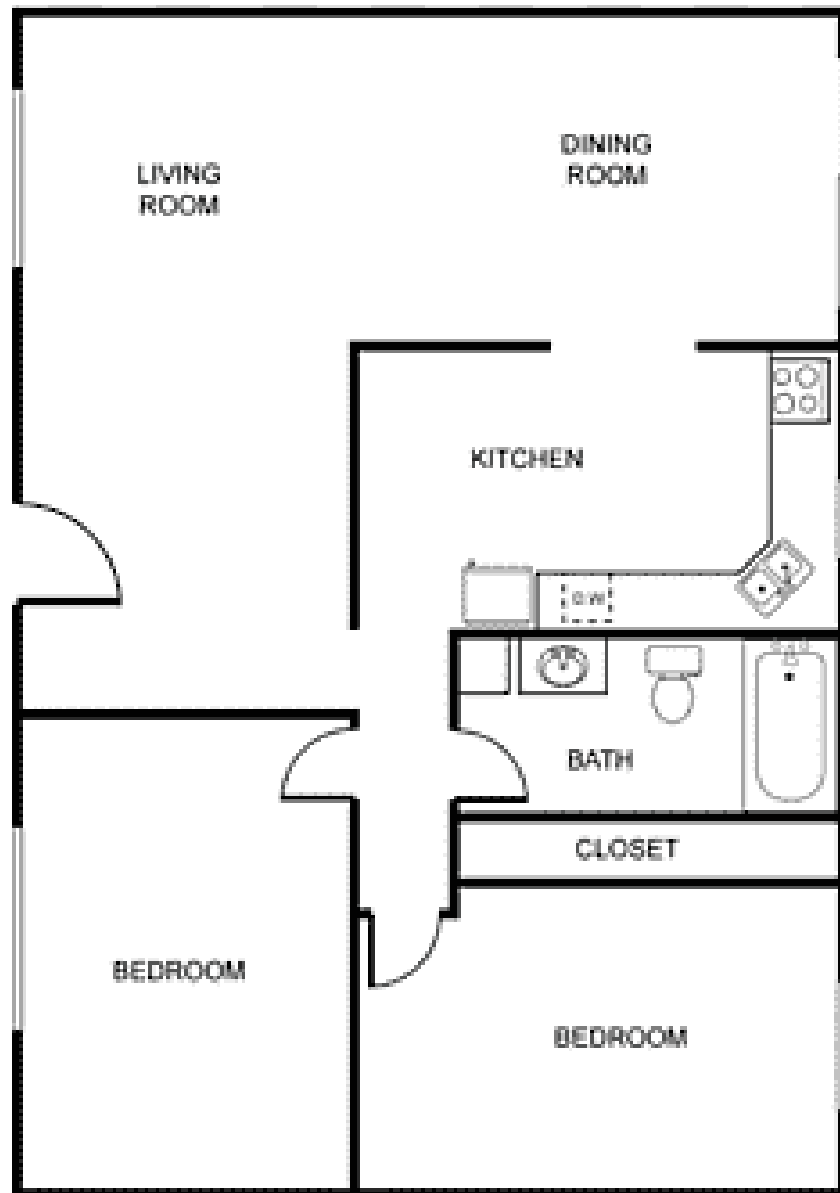
## 2. Taking Action

For 100% completion of this project, we have chosen to use "Blender" application, an open source 3D creation suite.

[blender.org](https://blender.org) - Home of the Blender project - Free and Open 3D Creation Software

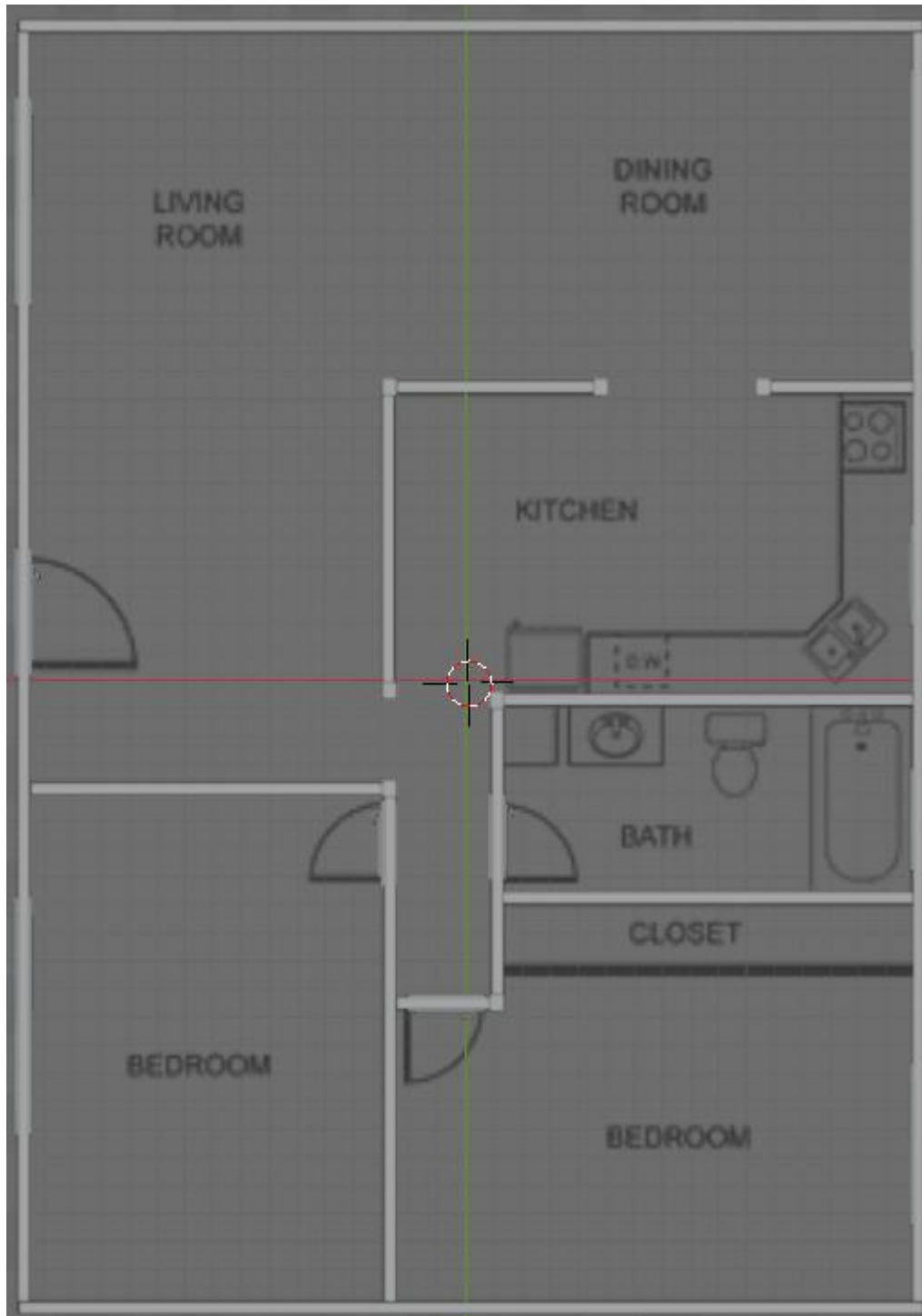


Then, we started by importing our given 2D image to Blender.



After that, we added simple 3D shapes, like cubes, spheres, cylinders etc.

First, we started by setting the walls based on the sample, and fitting realistic measurements like width and height of the objects.

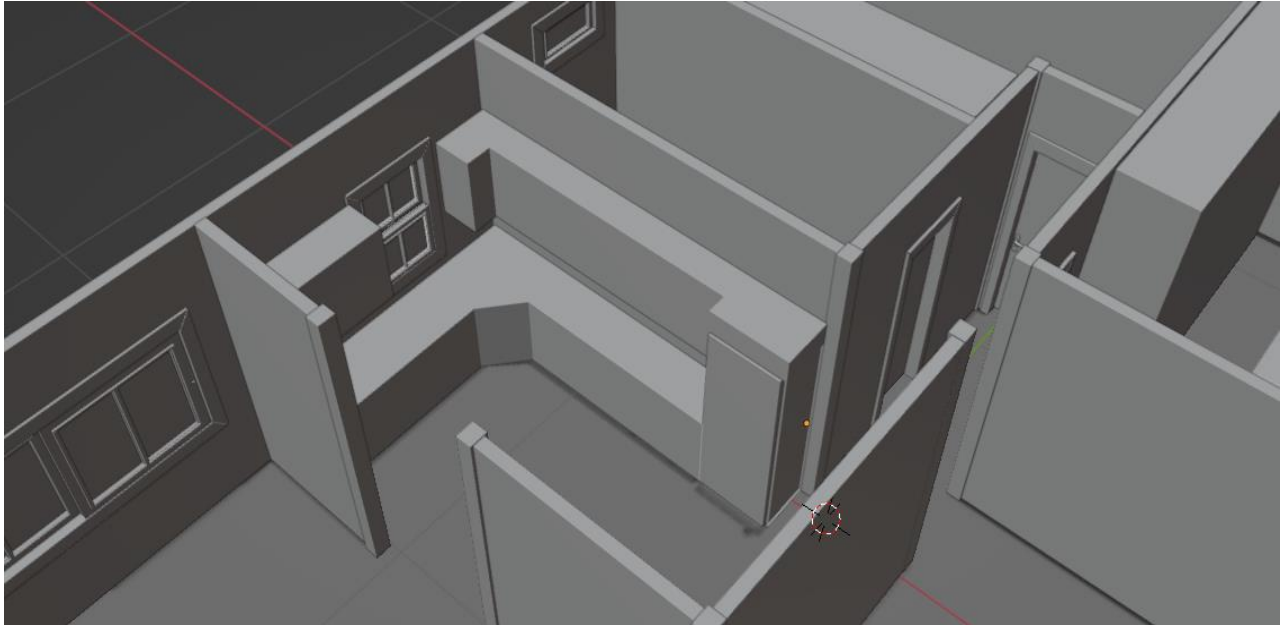


Then, we continued by making the doors and windows, with necessary details and functions.



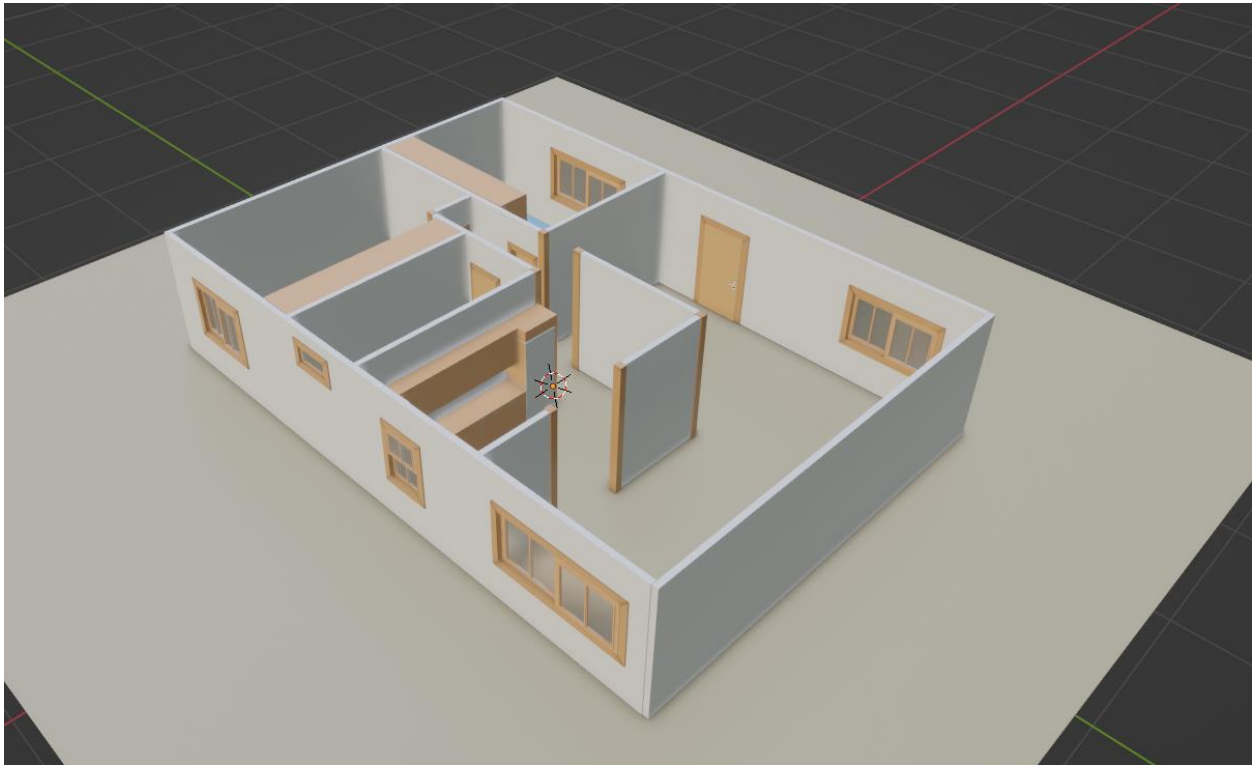
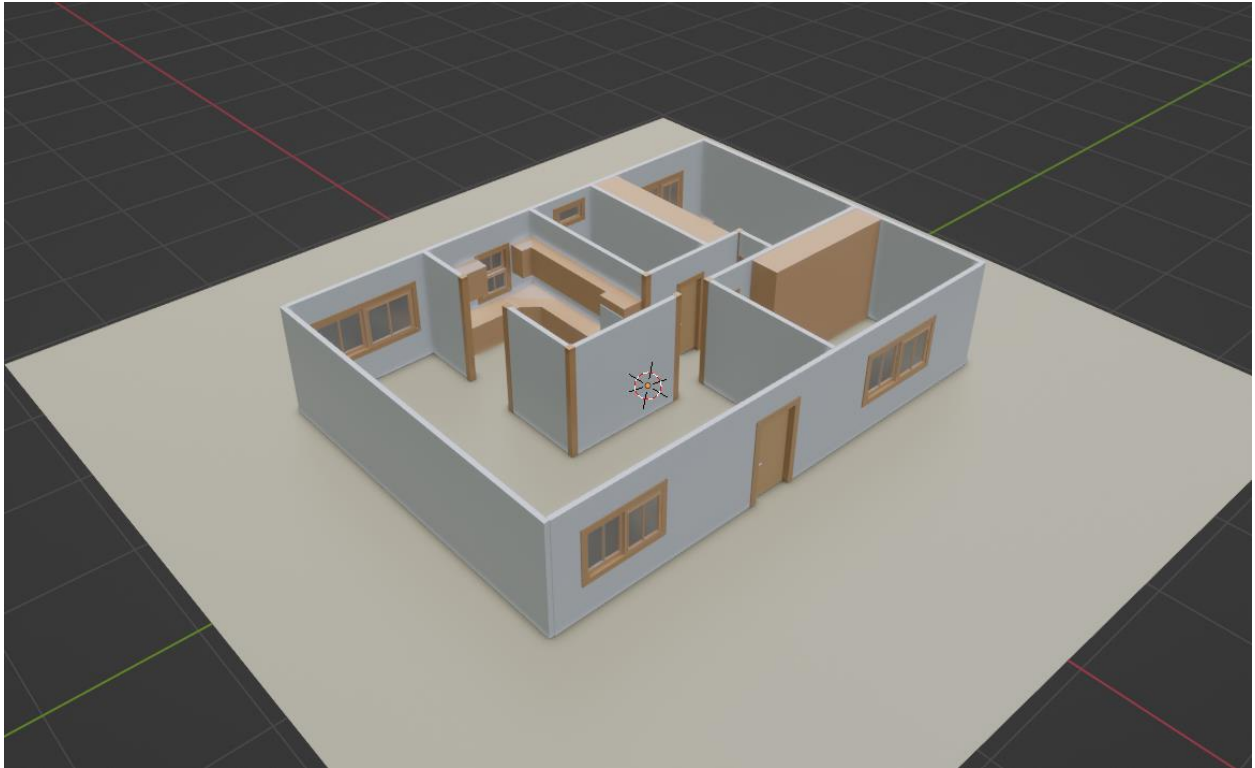
Then, we proceeded by adding the rest of the objects mentioned in the sample, like the kitchen, closet, bathroom elements etc.

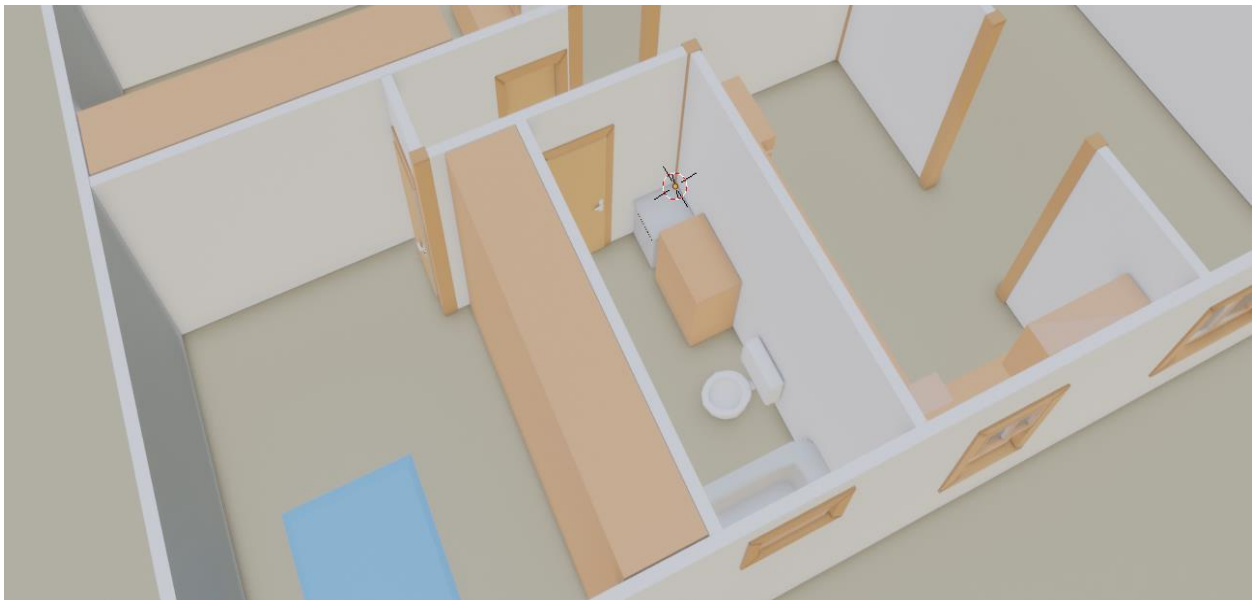
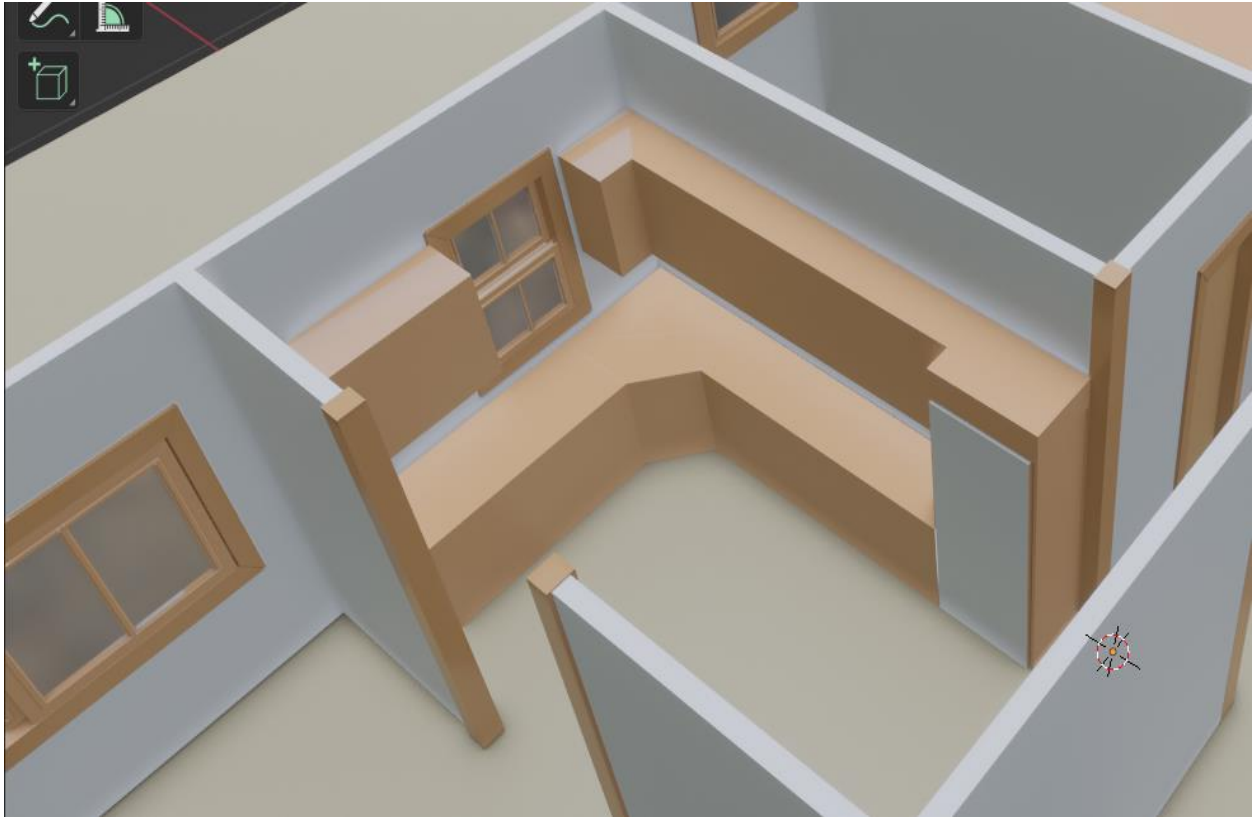






If there is not any other object or element to add, we can continue with adding simple colored textures if the client requires it.





### 3. Review

After being able to complete most of the work, a final step and the most important one, is to review our entire work. Look for any mistakes, things that should be fixed, and if the client is satisfied with our job.

In any case, which the client is not happy with the results, we will be ready to check our work again more carefully and answer all of our client's requests, and if it's our fault, we are able to take full responsibility for any negative impact our work might have caused.

### 4. Final Thoughts

With the completion of this project, we were able to:

- Introduce our services and work to our client.
- Keep contact with the client during our process of work.
- Successfully take information from the client and apply it into simple tasks for better understanding.
- Start our work completely based on our client's information and samples, and our work experience.
- Take advice from our client of anything we might need to consider during our work process.
- Successfully complete our work and reviewing it.
- Successfully handing in our project files and documentation to the client.